

SNS-OG-USA

KOEI

The cover art features two central figures against a fiery orange and red background. On the left, a warrior in blue and red armor with a white plume on his helmet holds a long sword. On the right, a man in ornate, patterned robes and a crown sits on a throne, holding a sword. A large, stylized blue phoenix logo is positioned behind the title text.

RISE OF THE PHOENIX

KIDS TO ADULTS



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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INTRODUCTION

THE STORY OF RISE OF THE PHOENIX

In 210 B.C., China's first Emperor, Shi Huangdi, died during an expedition across the country. For the people of China, his death meant the end of an era of oppression under the weight of the Qin Dynasty. As a new emperor took the throne, rebellions led by the people, rivalries between officials, and resurrections of former kingdoms ensued into a civil war.

While warfare spread throughout the land, two warriors emerged as prominent leaders, Xiang Yu and Liu Bang. Xiang Yu possessed the power, and Liu Bang the generosity of a true leader of the people. Their struggle to rule all of China became a legacy for future generations.

RISE OF THE PHOENIX will take you back deep into one of China's greatest civil wars and into the heart of the rivalry between Xiang Yu and Liu Bang. Conquer territory, attack your enemies, win the people's support, and rise with the Phoenix, the sign that your rule is mandated by heaven.

YOUR GOAL

Your goal is to destroy or suppress all other rulers and conquer China.

SCENARIOS

There are four scenarios based on the rivalry of Xiang Yu and Liu Bang in this game. Allies and territories in the game vary, depending on the scenario.

Scenario 1.
Scenario 2.
Scenario 3.
Scenario 4.

Xiang Yu's Glory
Liu Bang Declares War
The Battle at Guang Wu
Rise of the Phoenix

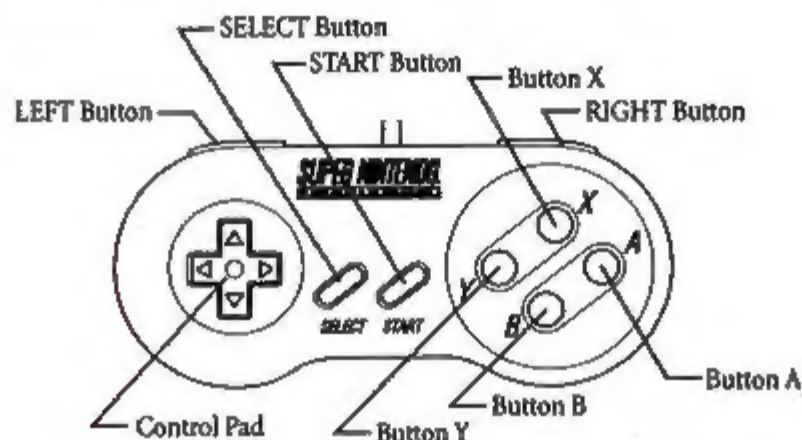
August 206 B.C.
March 205 B.C.
November 204 B.C.
December 203 B.C.



CONTROLLING THE GAME

THE CONTROLLER

Use either controller to play.



START Button

- Skip through the introduction to game set-up.

Button A

- Select highlighted commands and items.
- Answer YES to yes or no questions.
- Speed through scenario introduction.

Button B

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.
- Cancel scenario introduction.

Button X

- View Military Data.
- Switch between positioning and commanding units in a field battle.

RIGHT Button

- View the Main Map
- Turn clockwise in a field battle.

RISE OF THE PHOENIX

LEFT Button

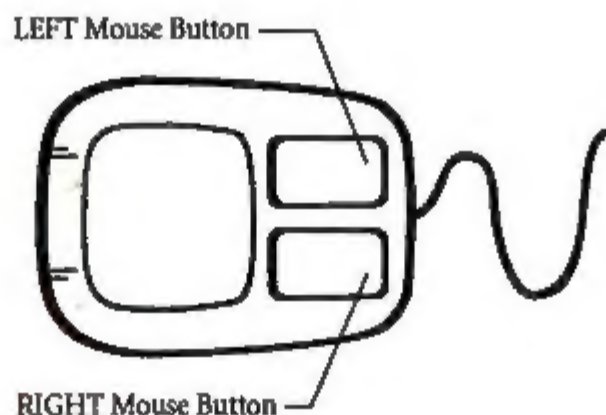
- Turn counterclockwise in a field battle.

CONTROL Pad

- Move the cursor across maps.
- Move the cursor through command menus.
- Scroll through lists or flip through pages of information.

THE MOUSE

When using the Mouse, connect the Mouse to your game system BEFORE the power is turned ON.



Left Mouse Button

- Select highlighted commands and items.
- Answer YES to yes or no questions.
- Scroll through lists and flip through pages of information.
- Speed through scenario introduction.

Right Mouse Button

- Cancel selections.
- Answer NO to yes or no questions.
- Cancel scenario introduction.

Moving the Mouse

- Direct the cursor across the map and command menus.



SELECTING MULTIPLE ITEMS IN A LIST

Highlight an item and press Button A or the Left Mouse Button. The selected item will turn red. To cancel a selected item, press Button B or the Right Mouse Button. When you are finished selecting items, press Button B or the Right Mouse Button. If no items are selected, the command is canceled.

ENTERING NUMBERS

For commands that require specific amounts of Gold and Food, or a number of soldiers, use the Number Table or the Calculator. When using the Controller, use the Control Pad to select a number and press Button A. When using the Mouse, move the Mouse to direct the cursor to a number and click on the Left Mouse Button.



Number Table

MIN	Smallest amount for the command.
1/4	One fourth of the army or city's supply.
HALF	Half of the army or city's supply.
3/4	Three fourths of the army or city's supply.
ALL	All of the army or city's supply.
INPUT	Use the calculator to enter numbers.

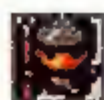


The Calculator

The Calculator will be displayed when you select INPUT from the Number Table.

00	Enter two zeroes.
←	Backspace
CANCEL	Return to the Number Table.
MAX	Display the maximum value for the command.
CLEAR	Erase all numbers.
ENTER	Enter the displayed value.

WAIT CURSOR



Hit any key to proceed game play when this marker appears.



KEY TO PLAY

1. Make sure the power is turned OFF.
2. Insert the RISE OF THE PHOENIX game pak. When using the Mouse, connect the Mouse to the game system.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to the game set-up.

STARTING A NEW GAME

1. Select START A NEW GAME in game set-up.
2. Select a scenario.
3. Decide what game level to play, whether to watch battles between other rulers, and the number of players. Select Demo to watch a computer demonstration.
4. Select the ruler you wish to play. Verify your selection. Select NO, if you want to change your ruler.
5. Review your game set-up. If everything is OK, select YES and the game will begin. To change the setting, select NO, and return to the item you want to change.

THE OPTIONS MENU

Select OPTION from the Main Display to access the Options Menu.

SAVE

Save your game for future play. Only one game may be saved. Saving erases any previously saved game.

LOAD

Resume a saved game.



MESSAGE SPEED (MSG.)

Set the speed for the message display from 0 (fastest) to 9 (slowest). The initial setting is 5.

VIEW

Decide whether you want to watch battles that do not directly involve you.

MUSIC

Choose between Stereo and Mono for the background music.

CONTROLLER (CTRL)

The Controller option is displayed only when the Mouse is connected to the game system. This option will allow you to switch to the Controller or change the cursor speed of the Mouse.

END

Quit the game. Save your game before ending if you want to continue later. You will be asked if you want the computer to take control of your ruler. Select YES to watch a demonstration of the game and NO to quit the game.

RESUMING A SAVED GAME

To resume a previously saved game at the game set-up, select LOAD SAVED DATA. You may also resume a saved game during game play by selecting LOAD from the Options menu.

GAME FLOW

In RISE OF THE PHOENIX, you command your army by repeating turns in two phases, a MOVE phase and a PLAN phase. Your turns to execute commands fall on the first and third week of the months.

1. MOVE PHASE: Commands to move your divisions.

Direct the movement for each division in your army. When an enemy division is in a neighboring square, you may wage an attack against that division.

2. PLAN PHASE: Commands to plan your war strategy.

Direct the operations of your divisions. Commands vary between divisions residing at a city and divisions not at a city.

ONE MONTH OF TURNS



NEW MONTH BEGINS



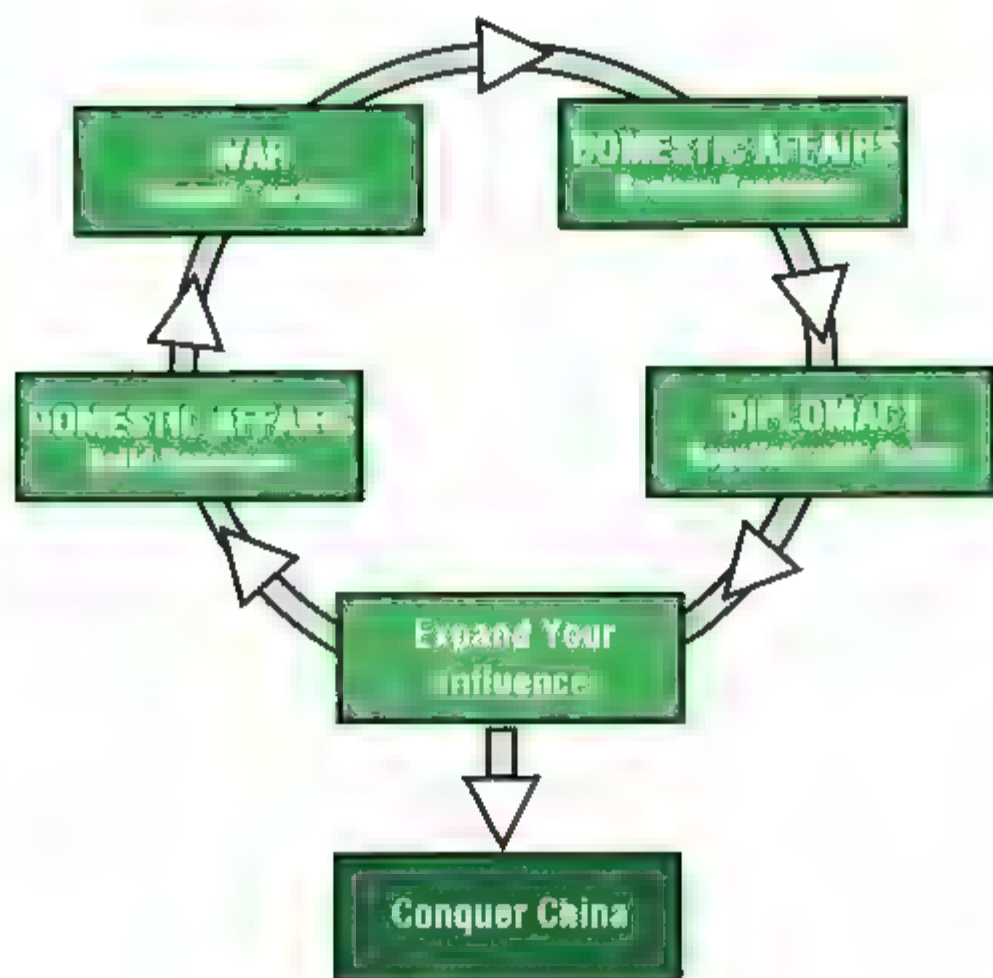
WINNING THE GAME

Win the game by fulfilling both of the following conditions:

1. Defeat your rival (Xiang Yu or Liu Bang).
2. Defeat or ally all other rulers.

The game ends when your ruler is defeated.

As the ruler of an army, you have many responsibilities. Expand your influence and secure supply routes for your army by attacking enemies, making alliances, and winning the loyalty of the people.



YOUR RESOURCES

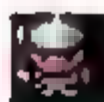
THE ARMY

An army is composed of rulers and their commanding divisions. Each ruler commands divisions composed of the ruler and/or the ruler's generals and soldiers. The ability levels of the ruler or generals affect the Mobility and Battle Skills of their respective divisions. One division may have up to five generals, including the ruler.

In each turn, Gold is automatically paid to your enlisted generals. For Xiang Yu's generals, the amount is based on the general's Battle Skills, and for Liu Bang's generals, it is based on the Charm level. If you run out of Gold to pay your generals, your Respect will decrease.

A ruler is also responsible for sustaining his soldiers. Each turn, a given amount of Provisions, reflective of the number of soldiers, is taken from each division's supply. If you run out of Provisions, the number of your soldiers will decrease.

TYPES OF DIVISIONS



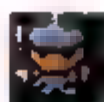
Chu Army (Xiang Yu)



Han Army (Liu Bang)



Free Army

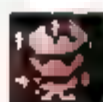


Chu Ally



Han Ally

A red flag indicates a ruler's division.



Ruler's Division



Other Division

Note: The division number is displayed to the right of a division in the Main Display. When there is more than one division in the same place, a number is not displayed. An X over a number indicates that the division has completed its command.

CITIES

TYPES OF CITIES

There are a total of 39 cities which fall into four different categories: Commercial, Military, Barrier, and Capital. For Military and Commercial cities, the scale, type, and display of the city will differ, according to the Population. The Defense level also differs according to the scale of a city.

Commercial Cities

Generals with high Intelligence levels can be enlisted from Commercial cities. The effect of the FARM command in the PLAN Phase is greater in Commercial cities than in Military cities.



Village



Town



City



Metropolis

Military Cities

Generals with high Battle Skills can be enlisted from Military cities. The effect of the BUILD command in the PLAN Phase is greater in Military cities than in Commercial cities.



Granary



Citadel



Fortress



Castle

Barrier Cities



Barrier cities have no data for Population, Loyalty, Support, and Health.

Capital Cities



You may establish a capital during events which occur in January and July. An eligible place for a capital is a City, Metropolis, or Castle which has not experienced any recent disasters and is not another ruler's capital. You must also have a Loyalty level above 80 in that city. When you establish a capital, your income of Gold and Food increases slightly.

CLAIMING A CITY

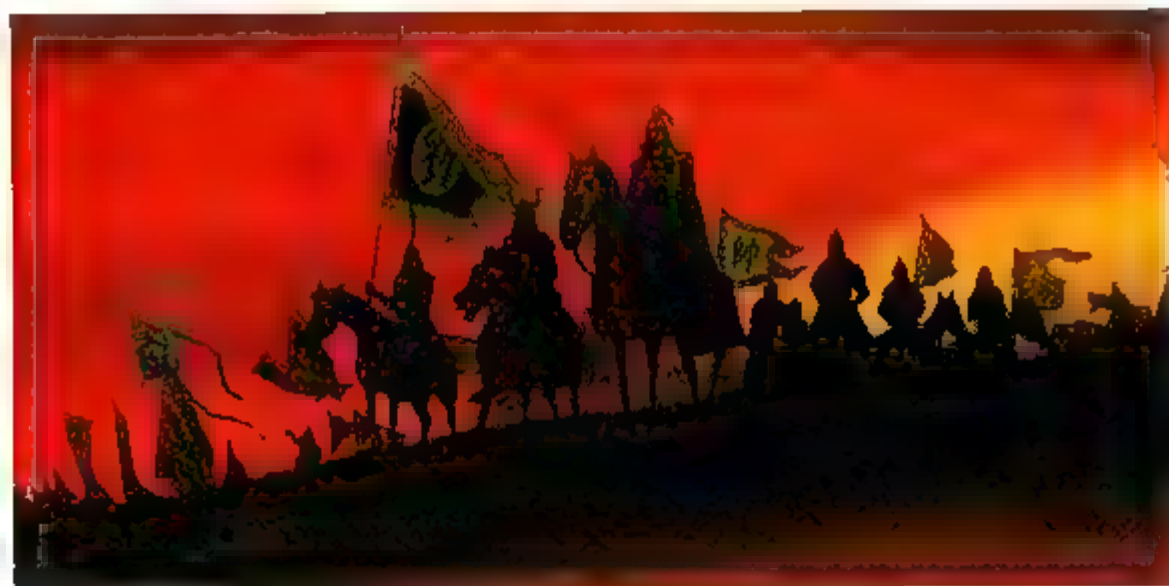
Place a city under your control by using the CLAIM command (see page 34, to CLAIM a city). The success of claiming a city depends on your Loyalty and Support among its residents. You may also CLAIM a city by destroying an enemy division residing in a city.

GOLD AND FOOD

Each city obtains Gold and Food every three months per year (March, June, September, and December). Divisions can obtain Gold and Provisions from a city's supply with the STOCK or RAID command.

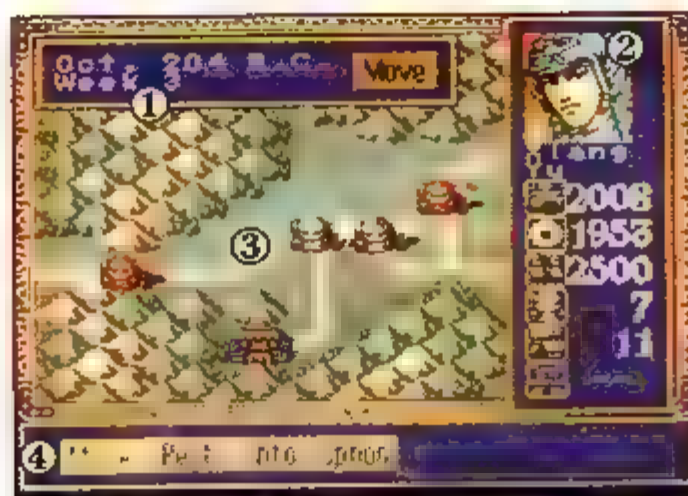
SUPPLY ROUTES

All cities are connected by supply routes. During the first week of every month, Gold and Food are automatically transported between neighboring cities of the same army (except during the months of March, June, September, and December). Materials flow from cities with more supplies to cities with less supplies. The amount that can be transported at one time grows as Population, Loyalty, and Respect increases.



SOURCES OF INFORMATION

MAIN DISPLAY



① Month, Year, Week

② Ruler Data

③ Main Map

④ Main Commands

Ruler Data



Provisions



Gold



Soldiers in
Ruler's Division



Divisions under
Ruler's Control



Cities under
Ruler's Control



Ruler's Capital

Data indicates the ruler's Provisions, Gold, number of soldiers in the ruler's division, and the number of divisions and cities the ruler controls. Est. denotes that the ruler has established a capital.



City Data

Xiang Yu		Cheng Gao	
	3850		80
	4750		69
	5900		30
	20		20



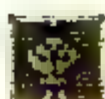
Gold



Food



Population



Loyalty
for Ruler



Defense Level



Health Level



Crop Value



Support for
your Ruler

Data indicates the city's Gold, Food, Population, Defense level, Health level, Crop Value, Loyalty to the city's ruler, and your Support.

Division Data



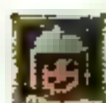
Gold



Provisions



Number of Soldiers



Spirit



Arms Level



Act

You may quickly review the division data by selecting a division on the map. Data on the Gold, Provisions, number of soldiers, Spirit, and Arms level will be displayed. You will also be able to tell if a division has completed its command, has delegated control, or is under the SNEAK or HIDE command.

MILITARY DATA

Select MLTY under INFO from the Main Command Menu to view Military Data.



Div	1st Gr	Gold	Prov.	Act
1	Xiang Yu	1953	2008	Not
2	Hai Yao	1967	2308	Not
4	Chen Ling	1689	2034	Not
5	Xiang Zhuang	1811	1947	Not
6	Zhou Lin	1567	2031	Not
7	Xiang Sheng	1474	1450	Not

To view data for a particular division, select a division from the Military Data screen.



Gold	1953	Spirit	100
Prov.	2008	Arms	100
1st Gr	2500	Act	Not Done
Location			
Generals			

Division Number (Div.)

Number of the division.

General (1st Grnl)

The division's commanding general. Obtain generals by selecting the ENLIST command when a division is at a city. Select the REORG (Reorganize) command from the PLAN phase to change First Generals or move generals between divisions.

Division Funds (Gold) (Max. 9999)

The amount of Gold in the division's supply. It increases when you STOCK or RAID, and decreases when you pay your generals (every turn), host a FEAST, FARM, BUILD, or BUY arms.

Provisions (Prov.) (Max. 9999)

The amount of Provisions in the division's supply. It increases when you STOCK or RAID, and decreases when you provide your soldiers food (each turn), or GIVE to a city.

Act

Indicates whether a division has completed its command, is under delegated control, or is in hiding.

Soldiers (Sltrs) (Max. 9999)

Number of soldiers in a division. It increases when you DRAFT and decreases when you engage in battle, encounter a disaster, or your Provisions are depleted.

Spirit (Max. 1000)

The morale of the division. Lift it with the REST or RAID commands. It decreases when a division encounters a disaster, or is ordered to SNEAK or RUSH. If the soldiers' Spirit falls below 30, you are unable to wage an attack in battle.

Arms (Max. 100)

Indicates how well your soldiers are equipped with arms. Raise it by BUYING arms. Arms level affects the number of times your archers can attack in battle.

Location

The name of a city will be displayed when a division is staying in a city.

Hide

Indicates if a division is under the SNEAK or HIDE command.

Delegate (Delg.)

A division under delegated control displays the type of commanded delegation (Domestic or Military).

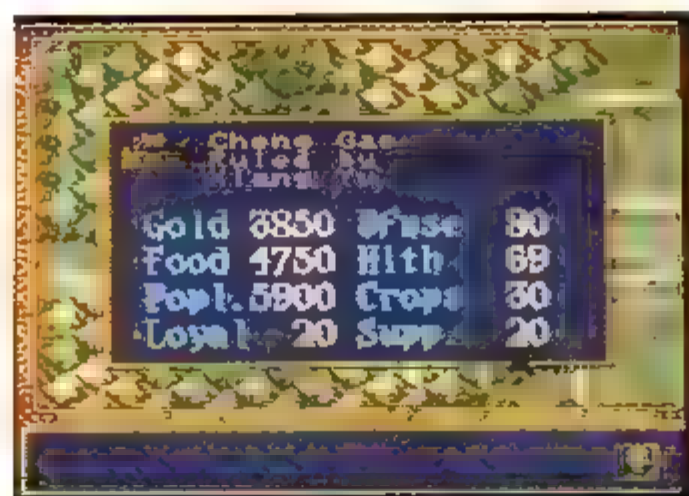
CITY DATA

Select CITY under INFO from the Main Command Menu to view City Data.



City	Ruled by	Gold	Food
Chang	Peng Yue	1900	2500
Hong	Li	1400	1500
Ying	Li	3550	4400
Wai	Li	4500	5550
Huang	Li	2100	2750
Peng	Li	1400	1500

To view data for a particular city, select a city from the City Data screen.



Cheng Gao			
Ruled by Li			
Gold	3850	Wise	80
Food	4750	With	68
Popl.	5900	Crops	30
Loyal	20	Supp	20

City

Name of the city.

Ruled by

Ruler that controls the city. The ruler may change depending on who succeeds to CLAIM the city.

Gold (Max. 9999)

City's supply of Gold. It increases when tax on Gold is collected in March, June, September and December, and decreases in a RAID or when a division is commanded to STOCK materials. The amount of Gold changes in the first week of every month, when materials are transported between cities (except for in March, June, September, and December).

Food (Max. 9999)

City's supply of Food. It increases when tax on Food is collected in March, June, September and December, and decreases when there is a RAID or when a division is commanded to STOCK materials. The amount of Food changes in the first week of every month, when materials are transported between cities (except for in March, June, September, and December).

Population (Popl.) (Max. 9999)

Total number of people living in the city. The number increases slightly each month and decreases when the city is struck by disasters and when you DRAFT soldiers.

Crop Value (Crops)

City's rate of production. The maximum varies from city to city. The higher the Crop Value, the greater the income of Food. The Crop Value increases when you FARM the crops and decreases in a RAID or disaster.

Defense (Dfnse) (Max. 200)

The strength of the city walls. It increases when you BUILD, and decreases when there is a disaster, war, or RAID.

Health (Max. 100)

Well-being of people in the city. A city with a low Health level will have less income than a healthy city. It increases by FARMING the city's crops and decreases in a RAID or war.

Loyalty (Loyal) (Max. 100)

The people's sense of allegiance towards their ruler. It affects the city's income of Gold and Food. When Loyalty is below 30, a city may defect and become unclaimed territory. Loyalty increases when you GIVE, FARM, or BUILD, and decreases when you RAID or wage a battle.

Support (Supp.) (Max. 100)

People's support for you. When you control the city, Loyalty and Support levels will be the same. A high Support level increases your chances of success to CLAIM a city. If you refuse to CLAIM a city by force, your Support in that city will increase. Your Support decreases if you RAID a city.

GENERAL DATA

Select GNRL under INFO from the Main Command Menu to view data on your generals.



General	Age	Stamina	Exp.
Xiang Yu	27	100/100	0
Zhou Yu	38	76/ 76	0
Zongzi Mei	38	85/ 85	0
Zhang	48	62/ 62	0
Xiang	30	78/ 78	0
Zhuang	26	77/ 77	0

To view data for a particular general, select a general from the General Data Screen.



	Age	38	Nego	C
	Skill	86	Exp.	0
	Chara	79	Intel	82
	Stamina	85/ 85		
	Chu Army Div. 1			

General

Name of the General.

Age

All characters will die of old age when they become 100 years old.

Stamina (Max. 100)

Current physical strength. The maximum Stamina possible is 100, but each general's upper limit varies according to their strengths and weaknesses. Stamina will decrease in a DUEL or RUSH command, or when a division encounters a disaster.

Experience (Exp.) (Max. 100)

Experience increases with successful commands and victorious battles. When it reaches 100, a general's Battle Skill, Charm, or Intelligence will increase by 1.

Division (Div.)

Number of the division to which the general belongs.

Battle Skill (Skill) (Max. 100)

Offensive strength in battle. A general with high Battle Skills will have an advantage in DUELS and help the division in battles.

Charm (Max. 100)

Charisma to administer domestic affairs, such as suppressing riots. Affects the city's Loyalty levels.

Intelligence (Intel.) (Max. 100)

Knowledge of war strategy and ability to implement it in battle. Affects the division's mobility and effectiveness of command, such as with MARCH and ATTACK.

Negotiate (Nego.) (Levels A~D)

Ability to strike deals for surrendering, making peace, or requesting aid from other rulers or divisions.

RULER DATA

Select RULER under INFO from the Main Command Menu to review Ruler Data.



To view data on a particular ruler, select a ruler from the Ruler Data screen.



Ruler

Name of ruler.

Army

Indicates whether the ruler is part of the Han (Liu Bang) or Chu (Xiang Yu) army, or a Free ruler. The Han rulers are displayed in red, the Chu rulers in white, and Free rulers in blue.

Respect (Rspct) (Max. 100)

People's respect for the ruler. A ruler with Respect of 30 or below will find it difficult to CLAIM a city, and generals may betray him for another ruler. Respect increases when you GIVE, FARM, BUILD, or CLAIM, and decreases when you RAID, DRAFT, or CLAIM a city by force, ALLY other rulers by threatening them, FIRE generals, and ATTACK cities.

Friendship (Friend) (Max. 100)

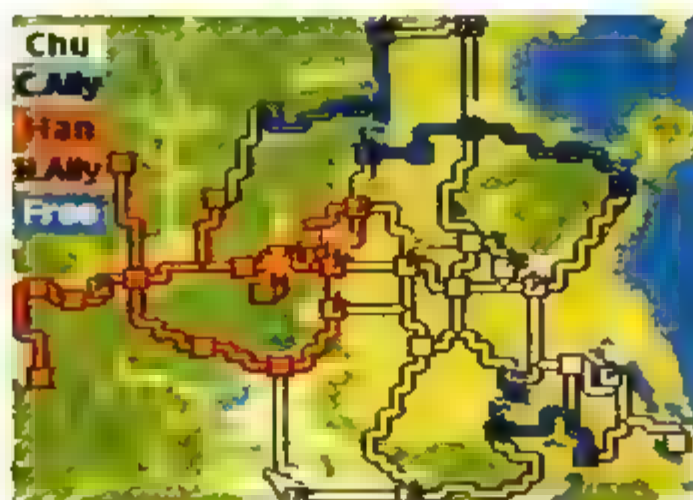
Measure of rapport with your ruler. High Friendship levels will decrease the chances of betrayal and increase the chances of receiving aid from that ruler.

Capital

Name of the ruler's capital city.

MAP

Select MAP under INFO from the Main Command Menu or press the Right Button to view the entire map. To view a specific area, move the cursor on the map and press Button A or click on the Left Mouse Button. Press Button B or the Right Mouse Button to return to the Main Display.



COMMANDING YOUR ARMY

MAIN COMMANDS

The Main Command Menu is shown in the Main Display. Select MOVE or PLAN from the Main Commands to enter a phase and carry out further commands.

Commands shared in the Main Command Menu of both the MOVE and PLAN phases are as follows:

REST

End the current phase. The Spirit of divisions which were not commanded will increase.

INFORMATION (INFO)

View Military, City, General, Ruler data screens, and the Main Map.

OPTIONS

View the Options Menu (See The Options Menu, page 9).

MOVE PHASE COMMANDS

The Move Phase Commands are displayed when you select MOVE from the Main Command Menu.

MARCH

Move a division within the mobility range, designated by the highlighted areas. The mobility range is 4 squares for divisions with generals of Intelligence levels 80 and above, and 3 squares for other divisions. A division may join other divisions, when it moves to a square occupied by another division under the same

ruler. When you combine divisions, you must fire generals if the total number of generals exceeds five.

You can continue to wage an attack after you move, if you MARCH to a square that is next to an enemy division.

SNEAK

March with your division in hiding. The mobility range is 3 squares for divisions with generals of Intelligence levels 80 and above, and 2 squares for all remaining divisions.

If an enemy moves to a square occupied by a division under the SNEAK command, the hiding division may launch a surprise attack on the enemy. The division under the SNEAK command will incur almost no damages, while the division under attack will be hurt significantly.

RUSH

In one command, you can move up to 4 squares, or 5 squares for divisions with Intelligence levels 80 and above. The division's Spirit and Stamina, however, will decrease.

ATTACK

Wage an attack on an enemy division in a neighboring square. The screen will change to a battle screen.

PLAN PHASE COMMANDS

The PLAN Phase Commands are displayed when you select PLAN from the Main Command Menu.

CITY

The CITY Commands can only be executed when a division is at a city under your control. To place a city under your control, you must succeed in claiming that city (See page 34, CLAIM).

Give

GIVE to the city and/or the elders to increase your Loyalty and Respect levels.

Feast

Host a **FEAST** in the city and entertain the elders. A **FEAST** requires Gold, and the amount depends on the city's Population, Loyalty, and Respect levels. This command is possible only from the ruler's division and is more effective in raising Loyalty and Respect than the **ALMS** command.

Alms

Distribute food from the division's supply to the residents of the city.

Enlist

ENLIST soldiers and generals for your army.

Draft

DRAFT soldiers from residents of a city. The number of your soldiers will increase, but your Loyalty and Respect levels in that city will decrease.

Hire

Appoint generals who are staying in a city. Each division may have up to five generals.

Buy

Purchase weapons to raise the Arms level of your division. The higher the Arms level, the more times your archers can attack in battle.

Farm

Develop the crops in a city. The amount of Gold necessary to FARM depends on the number of soldiers in the division. Farming increases the city's Crop Value and the ruler's Loyalty and Respect levels.

Build

Fortify your city by building up the city walls. The price to BUILD depends on the number of soldiers in the division. It increases the Defense level of the city, and Loyalty and Respect of the ruler.

MILITARY (MLTY.)

Materials (Mat'ls)

Stock

Supply your division with Gold and Food from a city. You can stock only in cities that are under your control, or an ally ruler.

Raid

Obtain Gold and Food by force. You can RAID all cities except for Barrier cities. You may discover hidden stashes of Gold and Food which will increase your soldiers' Spirit, but decrease your ruler's Loyalty, Respect, Popularity, and the city's Defense, Crop Value, and Health.

Hide

This command allows you to conceal your divisions from enemies, or cancel the HIDE command.

Hide

Your division's movements will be hidden from the enemy, but the stress of hiding will decrease your soldiers' Spirit. The HIDE command allows you to wage surprise attacks on enemy divisions (See page 35).

Show

Cancel the HIDE command.

Spy**Spy**

Review the information of an enemy army. This command is possible only for the ruler's division and when there is an enemy division within the spying area. The scale of a spying area depends on the Intelligence level of the generals in that division. The amount of Gold necessary for spying depends on the distance the spy must travel.

Seek

Search your surroundings for enemies in hiding. If you discover a hiding division, the HIDE command will be canceled. You can only discover one hiding division per search.

Delegate (Delg.)**Domestic Control**

Delegate a division to administer the domestic affairs of a city.

MILITARY PRIORITY: Secure army supplies and soldiers.

CITY PRIORITY: Improve the city by building up the defense and/or farming the land.

BALANCED: Manage both military and city affairs depending on the situation.

Military Control

Delegate a division to move to a destination and act upon arrival.

WAIT: Delegate the division to wait at the designated target. When the destination is a city, the division will begin conducting domestic affairs.

JOIN: Join another division upon arrival at the designated target.

ATTACK: Attack an enemy division upon arrival. The battle will take place automatically in this case.

CHASE: Chase after a designated division.

Organize (Org.)

Reorganize (Reorg.)

REORGANIZE the Gold, Provisions, Soldiers and generals of the division. Any items and soldiers left at the bottom of the screen will be thrown away or dismissed when you end the command.

Fire

FIRE generals from a division.

CLAIM

CLAIM a city which is unoccupied or under an enemy ruler's control. The success rate in claiming a city depends on your ruler's Support in that city. If you fail to enter the city peacefully, you have the option to enter by force. Entering by force, however, will lower your Loyalty, Support, and Respect.

NEGOTIATE (NEGO.)

Aid

Request aid for Provisions from a friendly division within three squares of your division.

Ally

Convince other rulers to join your army by sending them Gold or threatening them. The amount of Gold necessary for the task will depend on your Friendship with the other ruler. This command can only be carried out by the ruler's division.

THE ART OF WAR

THE FLOW OF WAR

When you launch an attack or an enemy wages an attack against you, the screen will switch to a Field Battle or a City Battle display. The defending side may choose between a Field or a City Battle, when an attack is launched against a division staying in a city under their own ruler.

Each battle may last up to 15 days. If neither side meets the conditions for victory by the end of the fifteenth day, the battle ends in a draw.

1 Battle = Maximum 15 Days

MORNING Attacking Side/Defending Side Orders = 1 Turn

AFTERNOON Attacking Side/Defending Side Orders = 1 Turn } = 1 Day

NIGHT Attacking Side/Defending Side Orders = 1 Turn }

Requesting Reinforcements

You can request up to 4 reinforcement divisions when divisions from your army or allied armies occupy squares next to the enemy. Choose which division(s) will participate in the battle before entering a battle screen.

FIGHTING A BATTLE

Surprise Attack

When a division under the SNEAK command attacks the enemy, the division may wage a surprise attack, depending on the ability levels of its generals. If a surprise attack succeeds, the defense side will automatically be placed in the middle of the battle



screen, and the attacking side may position their division(s) in any square around the enemy.

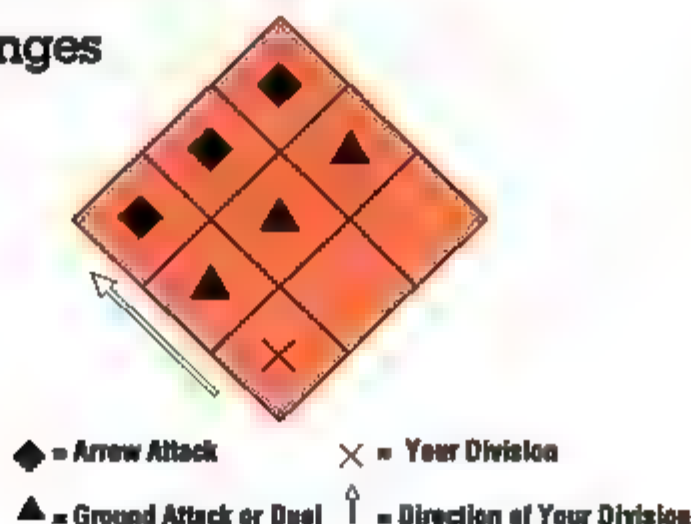
Mobility Points

Each division has a certain level of mobility expressed in points. The Mobility Points are based on the general with the highest Intelligence level, and are between 8 and 12. Each battle command requires a given amount of Mobility Points to execute the command. Mobility Points are restored to their maximum by the next turn. When the soldiers' Spirit is below 30, you are unable to attack regardless of your Mobility Points.

Field Battle

When an enemy is within attacking range, the division will be indicated by a yellow square. You can inflict more damage, if you attack an enemy from behind or the side.

Attacking Ranges



City Battle

When you are attacked while your division is in a city under your control, you may choose between a City Battle or Field Battle. If a Field Battle is selected, you may later retreat inside the city walls and continue a City Battle. The number of soldiers will decrease, however, when you flee inside the city.

Terrain

The terrain of the land affects the strength and damage of attacks in battle. Use the terrain to your advantage and conquer the enemy.

Terrain	Strength of Attack	Damage of Attack
Road	1.2	1.2
Field	1	1
River	1	1.5

Note: The above numbers indicate the strength and damage of attacks when a field attack is measured at 1.

CONDITIONS FOR VICTORY

One of the following conditions must be met to win in battle:

Field Battle

1. Destroy the enemy division(s).
2. The enemy flees.
3. You have 1 or more Provisions and the enemy has none.

City Battle

1. Destroy the enemy division(s).
2. The enemy flees.
3. You have 1 or more Provisions and the enemy has none.
4. For the attacking side, the Defense level of the city becomes 0.
5. For the defending side, none of the above conditions 1 to 4 are met by the end of the fifteenth day of battle.

Post-war Settlements

The victorious side determines the fate of captured generals from the enemy division(s).

ENLIST Hire the general for your own army. You can only enlist generals when you have less than 5 generals in the division(s) that participated in the battle.

EXECUTE Eliminate the captured general(s).

RELEASE Set the captured general(s) free.

BATTLE DISPLAY

FIELD BATTLE SCREEN



① Map of Battle Site

③ Field Battle Commands

② Mobility Points



Field Battle Unit. If the defending side flees to a city during a Field Battle, the battle will continue with a City Battle. The defending side will lose a number of soldiers at this time.

CITY BATTLE SCREEN



- ① City Gate (Defense Level) ③ Mobility Points
② City Battle Commands



Archers



Catapult



Battering Ram

BATTLE STATISTICS (STATS)

The screenshot shows a battle statistics screen with a table of statistics. The table has five columns and five rows. The columns are labeled with circled numbers 1 through 5. The rows are labeled with circled numbers 1 through 5. The table contains the following data:

①	②	③	④	⑤
1296	3072	Stars	Spir	Stars
1332	100	1	1600	100
1900	100	2	2000	100
1710	100	3	1800	100
10 Days	Morning			

- ① Provisions ④ Division Number
② Number of Soldiers ⑤ Remaining Days for Battle
③ Spirit of Soldiers

BATTLE COMMANDS

FIELD BATTLE COMMANDS

ATTACK

Ground

Directly attack an enemy division in a neighboring square. Your division will also incur some damages.

Arrow

Command your archers to attack an enemy unit from a distance. An arrow attack will allow you to inflict damages on the enemy without incurring any damages yourself. The possible number of arrow attacks depends on the division's Arms level (min. 2 - max. 12).

Duel

Challenge an enemy general to a duel. The challenged division has the choice to accept or refuse the challenge. If you refuse a challenge, the number of your soldiers and their Spirit will decrease. A defeated general will be taken as a prisoner of the enemy, and the soldiers and Spirit of the defeated division will decrease.

Note: When using the Controller, you may switch between positioning and commanding Field Battle units by pressing Button X.

INFORMATION

Statistics (Stats)

View information on Soldiers, Spirit, and Provisions for the enemy and your own divisions, and the days remaining for battle.

Ally

View information on your own or ally divisions.



Enemy

View information on enemy divisions.

DELEGATE (DEL.G.)

Delegate all control to the division. You may cancel delegated control by pressing Button B or the Right Mouse Button before it is your division's turn to act.

FLEE

Retreat from the battle. The enemy on defense may choose which direction to flee. If you fail to flee, the division will be wiped out. When a division is at a friendly city, the division may choose to flee inside the city walls and the battle will continue into a City Battle.

REST

End commands for that division. The soldiers' Spirit may increase depending on the remaining Mobility Points at this time.

CITY BATTLE COMMANDS

ATTACK

Arrow

Attack from a distance without incurring any damages by using your archers. This command may be carried out by either division on offense or defense, but is not possible during the night.

Rock

Inflict considerable damages on the enemy without harming your own division by catapulting rocks. This attack can only be executed by the division on offense, and is not possible at night.



Gate

Batter the city gate and lower the Defense level of the city. This is only possible by the division on offense.

Build

Build up the defense of the city gate. This attack is only possible by the division on defense.

Night

Surprise the enemy by launching an attack at night. A successful attack at night will inflict heavier damages than attacks in daylight.

Flood

Lower the enemy's spirit significantly by damming a river and flooding the city. This attack is possible only in cities where a river takes up two squares of eight surrounding positions, and is only possible as an offensive tactic.

INFORMATION

Statistics (Stats)

View information on Soldiers, Spirit, and Provisions, for the enemy and your own divisions, and the days remaining in battle.

Ally

View information on your own or allied divisions.

Enemy

View information for enemy divisions.

City

View information on the city where the battle is being fought.

DELEGATE (DELG.)

Delegate all control to the division. You may cancel delegated control by pressing Button B or the Right Mouse Button before it is your division's turn to act.

ORDER

Flee

Retreat from the battle to a neighboring square in the direction of your choice. Failure will result in capture of your generals, Gold, Provisions, and Soldiers by the enemy.

Offer

Send a messenger to the enemy and offer them a chance to surrender.

Peace

Request a peace settlement with the enemy. A settlement will ensure a safe retreat.

Stock

Stock materials. Command is limited to the division(s) on defense.

Draft

Distribute drafted soldiers to each division. Command is limited to the division(s) on defense.

REST

End commands for that division. The soldiers' Spirit may increase depending on the remaining Mobility Points at this time.

EVENTS

HISTORICAL EVENTS

Various events based on China's history can occur throughout the game. Here are hints on how to view a couple of the numerous events:

XIANG YU MEETS EMPRESS YU

Select Xiang Yu and play either Scenario 1 or 2. CLAIM the city of Lin Zi sometime between May and December of 205 B.C. Witness Xiang Yu's first encounter with his destined love.

FAN TSENG'S DEPARTURE

Select Liu Bang in Scenario 1 or 2. Liu Bang must be at the city of Ying Yang, and Chen Ping must be in Liu Bang's division. Xiang Yu must be neighboring Ying Yang, and Fan Tseng must be in Xiang Yu's division. It may be difficult to fulfill all these conditions, but this event marks an important turning point in Xiang Yu's fate.

SEASONAL EVENTS

Seasonal Events can occur randomly in the game. Each event is displayed by a marker. An up arrow indicates data that increases and a down arrow indicates data that decreases when an event occurs.

BLIZZARD



Heavy snowfall.
December - March
↓: Spirit

SAND STORM



Harsh winds cause swirls of blinding sand in desert areas.

February - April

↓: Population, Spirit

HEAVY RAINS



Continuous heavy rain for several days or weeks.

April - June

↓: Spirit

FLOODS



The water level in the rivers rise and flood over the banks.

June - August

↓: Health, Population, Crop Value, Defense Level, Number of Soldiers, Spirit

DROUGHT



Days without rain endanger the city's crops.

July - September

↓: Spirit

HARVEST



People in some areas will rejoice in a plentiful harvest.

September

↑: Gold, Food

THIEVES

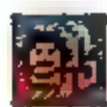


Cities are torn apart by mountain thieves.

December - March

↓: Gold, Food, Population, Defense Level, Crop Value

FOREIGN INVASION



Foreign invaders wreak havoc in cities across the country.

February, May, July, October

↓: Health, Gold, Food, Population, Crop Value, Defense Level, Number of Soldiers

RIOTS



People rebel against the established rule and raise arms.

February, May, August, November

↓: Health, Gold, Population, Crop Value, Defense Level, Number of Soldiers, Spirit

PLAGUE



Diseases spread throughout the land.

February - June, August - December

↓: Health, Population, Number of Soldiers, Stamina

EARTHQUAKE



An earthquake can cause damage to the land and the people.

March

↓: Health, Population, Crop Value, Defense Level, Number of Soldiers, Spirit

CLOSED TO TRAFFIC



Armies are unable to pass through areas marked by this symbol. When a division is at a position that becomes blocked, the division will automatically retreat to a nearby location. When a division is entrapped by blocked areas, that division will be destroyed.

THE SPARK OF RIVALRY

In the final years of the Qin empire, King Huai of Chu plotted his strategy against the Qin with the following proclamation to his generals: "Whosoever succeeds to enter and settle the Guan Zhong region, shall be crowned King of Guan Zhong."

Xiang Yu and Liu Bang set off with their ambitions to rule Guan Zhong (inside the Hangu Guan barrier) and eventually, all of China.

THE RACE TO GUAN ZHONG

Liu Bang and his army advanced westward towards Hangu Guan, occupying the cities of Wan and Wu Guan. In August of 207 B.C., Liu Bang was the first to arrive in the Guan Zhong region. When he entered Xian Yang, the Qin capital, Emperor Tzu-ying surrendered before him. Liu Bang was tempted to remain at the palace and enjoy his new found riches, but his clever generals Fan Kuai and Zhang Liang advised him to seal his treasures away and march back to his camp in Bashang.

Xiang Yu traveled another path, marching north to support the Zhao army and defeating Qin General Zhang Han. When he continued toward Guan Zhong, his way was barred by Liu Bang's army at the Hangu Guan border. Furious that Liu Bang had beat him to Guan Zhong, Xiang Yu stormed through Liu Bang's guards and on to Hong Men. At the time, Liu Bang commanded only one fourth of the number of Xiang Yu's soldiers, and only a span of 12 short miles separated their camps. Liu Bang stood hopeless against Xiang Yu's army, and his situation turned for the worse. The Left Marshal Cao Wu-shang spread rumors that Liu Bang was a man greedy for both the Qin treasures and the power of kingship. Xiang Yu's trusted advisor, Fan Tseng, advised an all-out attack against Liu Bang at the break of dawn.



That night, one man's shadow stole into Liu Bang's camp. It was Xiang Po, Xiang Yu's uncle. Xiang Po went to warn Zhang Liang, Liu Bang's advisor, because he was indebted to him for saving his life. Xiang Po explained the plan to attack Liu Bang, and advised his friend to flee. Instead, Zhang Liang informed Liu Bang at once and they asked Xiang Po to arrange and mediate a meeting with Xiang Yu. In return for this favor, Liu Bang promised to one day unite his family with Xiang Po's family by marriage. Xiang Po returned to his camp and persuaded Xiang Yu to meet Liu Bang at Hong Men the next morning.

Arriving at Hong Men with only one hundred soldiers on horseback, Liu Bang began the talk with an apology: "Together we have fought against the Qin. I do not dare to think of becoming the King of Guan Zhong over you. Please, let us not fight over false rumors."

THE MEETING AT HONG MEN

Xiang Yu detained Liu Bang by hosting a banquet for him. To display his superiority in strength, Xiang Yu seated his generals with him at the head of the table. During the banquet, Fan Tseng raised a jade *chueh* (an ornament in the shape of a broken ring) three times; a signal for Xiang Yu to break ties with Liu Bang and destroy him. Xiang Yu, however, failed to respond. Frustrated, Fan Tseng called Xiang Zhuang to his side and ordered him to attack Liu Bang under the guise of a sword dance. Catching on to this scheme, Xiang Po stood and drew his sword to protect Liu Bang while he took part in the dance. In the meantime, Zhang Liang rushed outside to speak with Fan Kuai, a guard.

"General Zhang Liang, how are things inside?"

"Very tense. Xiang Zhuang is performing a sword dance, but it is quite obvious that he is after Liu Bang."

"I will take care of this."

Fan Kuai pushed into the banquet hall with sword and shield in hand. He glared at Xiang Yu with eyes as sharp as knives and his hair standing on end.

"Who do you think you are?"

"I am Liu Bang's bodyguard, Fan Kuai."

"Hm, a brave soul. Bring this man some wine!"

Fan Kuai's cup was filled and he proceeded to drink at once. Then Xiang Yu served him a leg of pork, which Fan Kuai laid on his shield, cut with his sword, and consumed.

"You are a fine warrior. Can you still drink?"

"This wine is nothing to a man who harbors no fears; not even of death. Liu Bang defeated the Qin and entered Xian Ying before you," Fan Kuai continued, "but he touched nothing and waited for you to arrive. The soldiers he placed at the Hangu Guan border were to protect the region from thieves. After all this, you not only fail to reward him but you seek to destroy him. You are no different from the oppressive rulers of Qin. Such ruthlessness will not serve your cause!"

Even Xiang Yu had no words to say in return.

Shortly after, Liu Bang left the banquet with Fan Kuai.

"I left without excusing myself," said the worried Liu Bang.

"You can not be concerned with such small matters when more important issues are at stake. Right now, the opponent is the knife and cutting board, and we are the fish. You need not be concerned about being polite."

So Liu Bang rode back to Bashang on horseback, while Fan Kuai, Xiahou Ying, Jin Jiang, and Ji Xin accompanied him on foot. When Zhang Liang figured that Liu Bang had reached Bashang, he went back to apologize for Liu Bang's rudeness. He offered white jade discs to Xiang Yu and wine cups to Fan Tseng.

Xiang Yu accepted the gift. Fan Tseng, however, drew his sword and smashed the cups into pieces.

"Aagh! My advice is wasted on you, Xiang Yu! The only man who can keep you from ruling China is Liu Bang. You have let him escape, and now we are destined to become his prisoners."

XIANG YU

"I SHALL REPLACE HIM"



NAME:

Xiang Yu, Commander of the Chu army

DATE OF BIRTH:

232 B.C.

FAMILY HISTORY:

Comes from an aristocratic family of Chu generals. He was reared by his uncle, General Xiang Liang, from a young age.

CHARACTERISTICS:

Stands 6 feet tall and has polycoria, an eye disease that makes one eye appear as if it has double pupils.

STRONG POINTS:

Extremely intelligent and ambitious. He can cut things in half with a single stroke of the sword.

WEAK POINTS:

Tendency to be shrewd and reckless.

LIU BANG

"I SHALL BECOME LIKE HIM"

NAME:

Liu Bang, Commander of the Han army

DATE OF BIRTH:

Approximately 247 B.C.

FAMILY HISTORY:

He is the youngest child of father Tai Gong, a farmer, and mother Liu Ao.

CHARACTERISTICS:

He has a boyish face with a tall nose and 72 birthmarks on his left thigh.

STRONG POINTS:

Generous and open-minded.

WEAK POINTS:

Lack of social graces.



SCENARIOS

SCENARIO 1:

206 B.C. XIANG YU'S GLORY

King Huai of Chu had delivered his proclamation to his generals. "Whosoever succeeds to enter and settle the Guan Zhong region shall be crowned the King of Guan Zhong." His orders were for Xiang Yu to head north and support the Zhao army and Liu Bang to head west towards Hangu Guan. After eliminating Song Yi, the Commanding General of the Chu army, Xiang Yu defeated a Qin army in Ju Lu, and advanced towards Hangu Guan. Liu Bang, on the other hand, avoided battles as he advanced to Hangu Guan. In the meantime, Tzu-ying, the past emperor's nephew, undermined the second Qin emperor and assumed the throne. When Liu Bang entered Xian Yang, Tzu-ying surrendered before him, signifying the end of the Qin Dynasty. Liu Bang, thus occupied the Guan Zhong region before any other general.

Xiang Yu could not hide his anger over his loss to Liu Bang and was determined to destroy him. Hearing this news, Liu Bang departed for Xiang Yu's camp, hoping to ease his rival's temper. Their encounter became the famous meeting at Hong Men, in which Xiang Yu spared Liu Bang's life, but clearly showed his superiority in brute strength.

When Xiang Yu returned to the east, he exalted King Huai as the Righteous Emperor. After declaring himself the Overlord of West Chu, he rewarded the kings and generals who supported him in the struggle against the Qin. Using these powers, he made Liu Bang king of a hinterland of the Guan Zhong region. Thus, Xiang Yu successfully exiled Liu Bang far to the south.

For six months, Liu Bang obediently followed Xiang Yu's orders while he waited for his hour of revenge. In that time, he obtained the talented General Han Xin. When he determined that his army was prepared, he set out for Guan Zhong. The battle of the Han against the Chu was about to take place.

SCENARIO 2:

205 B.C. LIU BANG DECLARES WAR

One year had passed since Xiang Yu drove Liu Bang into Han Zhong. Since then, the Righteous Emperor had become an obstacle in Xiang Yu's path to rulership. In a plot to clear the way, Xiang Yu suggested that the Righteous Emperor move his capital to Zhang Sha, and had him assassinated enroute.

Liu Bang, in the meantime, emerged from Han Zhong prepared to embark on his eastern offensive. Liu Bang presented another obstacle to Xiang Yu, but he was distracted with a more immediate task.

Xiang Yu had rewarded Qi General Tian Du the title, King of Qi. Dissatisfied with the rewards, Tian Rong assassinated Tian Du and assumed the throne himself. Xiang Yu, therefore, went to Qi and defeated Tian Rong. In a show of power, Xiang Yu set the Qi castle in flames, trapped the Qi soldiers in a hole, and took the elderly, weak, and women as his prisoners. Expectedly, Xiang Yu alienated himself from the Qi people, and was met with resistance by the Qi army led by Tian Rong's brother, Tian Heng.

During this time, Liu Bang crossed the Yellow River with the flags of Zhang Liang and Wei Bao, the King of Wei, at his side. After occupying He Nei, Liu Bang captured the King of Yin, and advanced south into Luo Yang.

In Luo Yang, Liu Bang received news about the brutal end of the Righteous Emperor and grieved his loss by entering a period of mourning. He also sent a messenger to declare war on Xiang Yu. The two warriors were destined to meet on the battlefield.

SCENARIO 3:

204 B.C. THE BATTLE AT GUANG WU

While Xiang Yu settled the riots in Qi, Liu Bang succeeded in taking over the Peng Cheng castle. Liu Bang's army was weakened, however, and could not stand against Xiang Yu's army when they returned to reclaim their castle. In his escape, Liu Bang stopped

at his home in Pei, but Xiang Yu was one step ahead of him. Liu Bang's parents and wife had been taken as prisoners. Liu Bang himself was surrounded by the Chu army, but with General Xiahou Ying's help, he escaped safely with his two children.

As Liu Bang was about to launch his counterattack, Wei Bao betrayed him for Xiang Yu. Liu Bang ordered Han Xin to destroy Wei Bao, and occupied the state of Wei. Han Xin further accompanied Zhang Er against the Zhao forces and displayed his brilliant tactics when he defeated Chen Yu's army in the Battle at Jingxing.

Xiang Yu reclaimed the Peng Cheng castle and chased Liu Bang to Ying Yang. In these dire straits, Chen Ping, one of Liu Bang's clever generals, suggested a plan that would separate Fan Tseng and Xiang Yu. The plan succeeded, but Xiang Yu and his forces continued to entrap Liu Bang. Liu Bang finally escaped to Wan by baiting General Ji Xin as his decoy.

Xiang Yu, however, persisted in his pursuit. Liu Bang fled from Cheng Gao to Zhao, and had just reestablished his defenses when Han Xin and Zhang Er rejoined his forces.

Both Liu Bang and Xiang Yu were well-prepared to battle each other at Guang Wu.

SCENARIO 4:

203 B.C. RISE OF THE PHOENIX

The battle at Guang Wu lasted for over a year. Liu Bang received provisions from Hsiao Ho in Guan Zhong and his army remained strong. In another camp, Xiang Yu's army consumed their provisions and showed signs of fatigue.

Xiang Yu hoped to turn the situation around by threatening to kill Liu Bang's father, Tai Gong, but Liu Bang did not flinch. When Xiang Yu challenged Liu Bang to a duel, Liu Bang coyly replied, "I will fight with wisdom, not brute strength." Then as Liu Bang publicly criticized his rival's faults, he was shot in the chest with an arrow from Xiang Yu's bow.

When Liu Bang was nursed back to health, he approached Xiang Yu with a peace settlement. They agreed to divide the empire in



half and release all prisoners. It seemed as if both sides would lay down their arms and return home in peace.

Liu Bang, however, betrayed the agreement and launched a surprise attack on Xiang Yu's exhausted army. He had counted on reinforcements from the Han Xin and Peng Yue armies, but when they failed to appear, his army suffered considerable damages. At Zhang Liang's advice, Liu Bang promised Generals Han Xin and Peng Yue generous rewards of land in exchange for their support. Shortly after, both generals and their armies arrived in Gai Xia to fight with Liu Bang.

Xiang Yu was entrenched in the Gai Xia fortress, but he had few remaining soldiers, few provisions, and was surrounded on all four sides by Liu Bang's forces. Fate was about to reveal itself to these heroes.

CHARACTER PROFILES

XIANG YU



When Xiang Yu was born, Chu had been defeated by the Qin and members of the Xiang family fled to all areas of the country. Thus, Xiang Yu followed his uncle, Xiang Liang, from a very young age. He learned how to read, write, and use the sword, but excelled in none of these areas. "Writing can only teach to write your name," Xiang Yu said, "and the art of the sword can only teach combat with a single person. I want to learn how to fight ten thousand men at once." From that day, his uncle gladly taught him the strategy of war.

Xiang Yu quickly rose in rank to lead one of the most powerful armies of his time. His policies, if not sometimes cruel, instilled both reverence and fear in fellow warriors and people of his land. Eventually, his policy of brute force and reckless massacres caught up with him. Surrounded by the Han army with few remaining provisions or soldiers, Xiang Yu heard songs of Chu coming from the enemy camp. Dismayed at how many people had sided with Liu Bang, Xiang Yu expressed his grief in the following song about his wife, Yu, and his prized horse, Chui.

*My strength uprooted the mountains,
My spirit overtopped the world.
But the times are against me;
And Chui can gallop no more.
When Chui can gallop no more,
What can I do?
And what is to become
Of Lady Yu?*

(Translated poem taken from Records of the Historian. See Suggested Reading, page 61.)

After facing defeat in the battle at Gai Xia, Xiang Yu took his own life in 202 B.C. at Wu Jiang.

LIU BANG



In 208 B.C., Liu Bang advanced towards the Guan Zhong region under the orders of the Righteous Emperor. A year later, Liu Bang arrived in Xian Yang before any other army. After Qin Emperor Tzu-ying surrendered, Liu Bang sealed the capital treasures and placed soldiers at the Hangu Guan barrier to guard the Guan Zhong region. Confronted by the powerful Chu army, Liu Bang retreated to Bashang, rather than make Xiang Yu his enemy. After a near escape at Hong Men, Liu Bang became the King of Han Zhong and was sent to Nan Zheng. For the next six months, he waited for his time to arrive. In the meantime, he obtained General Han Xin for his army and in 205 B.C. declared, "The heavens are behind me to destroy the man who is responsible for the Righteous Emperor's brutal end." Liu Bang proceeded to raise arms against Xiang Yu and advanced towards Guan Zhong.

While Xiang Yu was away, Liu Bang occupied the Peng Cheng castle. His army, however, could not stand up to the Chu army when they launched their counterattack. Liu Bang fled with only ten or so soldiers on horseback, but during his escape, his wife and parents were captured by Xiang Yu. At Ying Yang, the battle was in Liu Bang's favor when his army received supplies and fresh soldiers from Hsiao Ho. When his supplies finally ran low, Liu Bang escaped the battlefield by setting up General Ji Xin as a decoy.

After fighting the Chu army for over a year in the battle at Guang Wu, Liu Bang offered Xiang Yu a settlement that would divide the empire between the east (Han) and west (Chu). After a settlement was reached and the Chu army began to retreat, however, Liu Bang attacked Xiang Yu and his army from the rear. When the Chu army counterattacked at Gu Ling, Liu Bang received support from Han Xin and Peng Yue in exchange for promises of generous rewards. The Han army was victorious at Gai Xia and Liu Bang secured his position as the Han Emperor when Xiang Yu took his own life in 202 B.C. Liu Bang passed away in 195 B.C. after suppressing Qing Bu's revolt.

XIANG PO



Xiang Po was a former officer of the state of Chu and uncle of Xiang Yu. His most important role in the history of China were his actions in the Hong Men meeting. As a result, his family was united with Liu Bang's through marriage after Xiang Yu's defeat.

FAN TSENG



Fan Tseng was from Ju Chao, and became Xiang Liang's advisor at the age of seventy. When Xiang Liang passed away, he continued to serve as an advisor to Xiang Yu and participated in many great wars from the Zhong Yuan to Guan Zhong regions. Fan Tseng was Xiang Yu's most trusted advisor, but Chen Ping devised a plan in which Xiang Yu became suspicious of Fan Tseng's loyalty and alienated him. As a result, Fan Tseng resigned, but in the return home, he sadly fell ill from an abscess which developed on his back, and died.

ZHANG LIANG



Zhang Liang was born of a prestigious family, from which near relatives had served as the Grand Counselors of Hann for several generations. After the Qin destroyed the Hann, Zhang Liang vowed to seek revenge for the Hann state. During one of Shi Huangdi's expeditions, Zhang Liang attempted an assault against the Emperor, but failed and became a fugitive. While he was in hiding, two significant events occurred in his life. Firstly, he met a shabby, old man who gave him a book titled, The Patriarch Lu Shang's Art of War. Secondly, he befriended Xiang Po, who was fleeing after committing a crime. Ten years later, Zhang Liang joined the fight against the Qin empire and met Liu Bang. Zhang Liang supported Liu Bang with his wits and brilliance for strategy, and became one of the three founders of the Han Dynasty.

HSIAO HO



Hsiao Ho was from Pei and assisted Liu Bang since Liu Bang was a civil servant under the Qin. When Liu Bang entered the Qin capital, Hsiao Ho was the only soldier to secure the Qin documents of laws and maps, while other soldiers were preoccupied with the treasures and gold. These important documents later proved useful in establishing the Han Dynasty. Hsiao Ho was largely responsible for managing state affairs and securing provisions for Liu Bang's army. His administrative talents led him to become one of the three founders of the Han Dynasty.

HAN XIN



Han Xin was an excellent warrior from Huai Yin. When he was young, people called him "All Fours Han Xin" and labeled him a coward, since a vagrant intimidated him to crawl between his legs. He displayed his true courage and talent after he betrayed Xiang Yu and joined Liu Bang's army. After much persuasion from Hsiao Ho, Liu Bang promoted Han Xin to Commanding General, and Han Xin secured victory in every battle he fought. He showed brilliant strategy when he fought and defeated Chen Yu's army at Jingxing. His heroic achievements led him to be considered one of the three founders of the Han Dynasty.

CHEN PING



Chen Ping was from Shen Wu and originally served under the King of Wei. When the King refused to listen to his strategy, however, Chen Ping betrayed him for Xiang Yu. Under Xiang Yu, he negotiated a settlement with Sima Quong, the King of Yin, but Sima Quong immediately betrayed the agreement. Fearing Xiang Yu's punishment, Chen Ping fled to Liu Bang's side. Liu Bang recognized his abilities and immediately promoted him to the rank of officer. He was a brilliant planner of unusual schemes. Under Liu Bang, six of his plans succeeded,

including separating Xiang Yu and his most trusted advisor, Fan Tseng.

FAN KUAI



Fan Kuai was from Pei and became the caretaker of Liu Bang's carriage when Liu Bang was a civil servant. He continued to follow Liu Bang throughout the struggle against the Qin and Xiang Yu. Fan Kuai was one of Liu Bang's strongest and smartest men, as displayed in his actions at Hong Men. He continued to be a great asset even after Liu Bang conquered Xiang Yu by helping suppress his rivals throughout the country.

QING BU



Qing Bu was one of the bravest heroes of his time. His real name was Ying Bu, but from the time he was penalized with a tattoo (qing) on his face for a minor crime, people called him Qing Bu. He was a fugitive and lived as a thief along the Yangtze River until he decided to raise arms with Chen Sheng and join Xiang Liang's army. He fought in the front lines with Xiang Yu and secured important victories for the Chu army. Later, however, he was persuaded by Sui Ho to side with Liu Bang. He was a great force in defeating Xiang Yu. But later, when Liu Bang began to purge many of his trusted generals, Qing Bu rebelled against Liu Bang and led a path towards his own demise.

SUGGESTED READING

The following books are useful sources for further information on China's history.

Hook, Brian, ed. The Cambridge Encyclopedia of China. Cambridge, 1991.

Hookman, Hilda. A Short History of China. New York, 1970.

Szuma Chien, translation by Yang Hsien-yi and Gladys Yang. Records of the Historian. Hong Kong, 1975.



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